

LOTTERY TICKET GAME

This invention relates to a set of winning and losing lottery tickets to be used in a lottery ticket game.

BACKGROUND OF THE INVENTION

5 Lottery tickets have become very common in the lottery industry and commonly use a scratch-off coating which is removed by the player to reveal whether the ticket is a winning or a losing ticket.

The present invention is primarily concerned with "instant-win" tickets in which the nature of the ticket, that is whether it is a winning ticket or a losing ticket
10 is entirely predetermined but is only revealed to the player once the scratch-off coating is removed in the required locations.

Initially such tickets were of a simple nature in which, typically, a grid of game symbols is covered by a scratch-off layer. Once the scratch-off layer is removed, if the game symbols provide a certain pattern, for example three of the
15 same symbol, the ticket is exposed as a winning ticket and the player can redeem the ticket for a prize.

As opposed to "probability" tickets, in which some or all of the tickets may be winning tickets depending upon selections made by the player, such predetermined "instant-win" tickets have the advantage that the winning percentage
20 and therefore the pay out is predetermined and also have the advantage that security can be more readily retained due to the availability of checking of validation codes printed on the tickets.

Thus, while such "instant win" tickets are necessarily predetermined, it is highly desirable to provide for the player an extended length of play which allows the player to take a number of steps and compare a number of symbols before the winning or losing nature of the ticket is revealed. Thus in mature lottery jurisdictions, 5 where players have reached a certain level of sophistication, lottery operators must introduce new concepts that allow the player to extend their play. Numerous lotteries have therefore dedicated entire product categories to such extended-play games. The industry has seen bingo, crosswords, word-finds and maze-like games introduced into this extended play category. Although lotteries continue to use these 10 types of extended play games, there is a requirement to provide new extended play formats for inclusion into this category.

While play formats in extended play categories take longer to play, in order to be successful, the concept needs to be clear and easily understood by the average player.

15 Examples of extended play format tickets are shown in the following patents and patent applications.

US Patent Application 2002/0109294 (Gauthier) assigned to Oberthur Gaming Technologies discloses a lottery ticket describing a form of "dominoes" game which includes a first play area comprising a pre-selected number of pairs of 20 adjacent play symbols, and a second play area comprising a plurality of intersecting rows. The player matches the pairs (dominoes) from the first play area with the same pairs (dominoes) in adjacent regions of the second play area and a prize is won if the player matches a sufficient number.

US Patent Application 2002/0084584 (Yusuf) assigned to Oberthur Gaming Technologies discloses a lottery ticket describing a form of "go to" game with a play area covered by a removable scratch-off layer in which there is a plurality of individual play regions each containing at least one of a prize supporting symbol,
5 a prize defeating symbol or a directional symbol advising the player to proceed to another play region. A prize is won if the player accumulates at least a minimum of prize supporting symbols before obtaining a pre-selected number of prize defeating symbols.

US Patent Application 2003/0025270 (Schaefer) assigned to Oberthur
10 Gaming Technologies discloses a lottery ticket describing a form of "race track" game with a play area having a player identification area containing a player identification symbol and a plurality of individual play regions each of which contains the player identification symbol, a prize defeating symbol or a neutral symbol.

US Patent Application 2002/003335 (Schaefer) assigned to Oberthur
15 Gaming Technologies discloses a form of "hangman" game in which a game area is scratched to expose either letters in the target word or symbols which defeat the prize. If the target word is obtained before the prize defeating symbols are collected, the ticket is a winner.

US Patent Application 2002/0093188 (Downes) assigned to Oberthur
20 Gaming Technologies discloses a game ticket having aligned rows of play indicia, target and prize.

US patent 6,241,246 (Guttin) assigned to Oberthur Gaming Technologies discloses a lottery ticket forming a word game based upon target

words in which a set of letters in a grid or matrix, a series of target words which are covered by scratch off some of which are located in the matrix of letters so that the player can expose the target words and then look in the matrix for the target words.

US Patent 5,411,260 (Smith) assigned to Dittler discloses a maze type game where there is a series of covered numbers from a first box which can be exposed by removing the scratch off. These numbers are then applied to a matrix of numbers to see whether, after scratching all of the numbers from the first box, the scratched numbers define a path through the maze.

US Patent 5,657,991 (Camarato) assigned to Media Drop-In Productions, Inc. relates to a bingo type game with bonus numbers.

US Patent 5,560,608 (Silverschotz) assigned to Webcraft Technologies, Inc. relates to a bingo type game where the bingo card is marked by a "marking formulation".

US Patent 4,491,319 (Nelson) relates to a game of skill where the player compares images.

US Patent 5,112,058 (Sandeen) relates to a bingo type game having a series of hexagonal shaped game areas.

US Patents 5,855,514, 5,931,467 and 5,996,997 (Kamille) relate to various arrangements of probability games with a matrix of scratch off areas covering various symbols which are winning symbols, losing symbols and in some cases directional symbols.

In addition to the above patents there are well known games such as "Battleships", "Snakes and Ladders" and "Twister" where in each case the substrate forming each game ticket comprises:

a first game area on the substrate;

5 a plurality of first game symbols printed in the first game area;

the first game symbols being covered by a scratch-off coating

which can be removed by the player to expose the first game symbols;

a second game area on the substrate;

the second game area defining a matrix of game locations set out in

10 rows and columns;

the substrate having printed thereon a set of second game symbols each arranged in a respective one of a plurality of the game locations of the second game area;

the set of second game symbols being covered by a layer of a

15 scratch-off coating removable by the player;

the scratch-off coating having printed thereon a set of third game symbols each arranged in a respective one of a plurality of the game locations of the second game area;

some of the third game symbols being the same as the first

20 game symbols such that, when the player exposes the first game symbols, this provides an indication to the player of those of the third game symbols which identify game locations of the matrix to be scratched to expose the second game symbols;

on a winning ticket, a number equal to or greater than a predetermined number of the second game symbols defining a prize winning symbol;

and on a losing ticket, less than a predetermined number of the second game symbols defining a prize winning symbol.

5 This type of ticket provides to some extent an extended play format but there remains opportunity to yet further improve the game play action for the pleasure of the player without significantly complicating the ticket.

SUMMARY OF THE INVENTION

It is one object of the invention to provide a set of "instant win" lottery
10 tickets including winning and losing tickets in which the predetermined game defined
on the ticket for the player has an extended play format.

According to one aspect of the invention there is provided a set of
winning and losing lottery tickets comprising:

a plurality of ticket substrates, each having:
15 a first game area on the substrate;
a plurality of first game symbols printed in the first game area;
the first game symbols being covered by a scratch-off coating which
can be removed by the player to expose the first game symbols;
a second game area on the substrate;
20 the second game area defining a matrix of game locations set out in
rows and columns;

the substrate having printed thereon a set of second game symbols each arranged in a respective one of a plurality of the game locations of the second game area;

the set of second game symbols being covered by a layer of a scratch-off coating removable by the player;

5 the scratch-off coating having printed thereon a set of third game symbols each arranged in a respective one of a plurality of the game locations of the second game area;

some of the third game symbols being the same as the first game
10 symbols such that, when the player exposes the first game symbols, this provides an indication to the player of those of the third game symbols which identify game locations of the matrix to be scratched to expose the second game symbols;

on a winning ticket, a number equal to or greater than a predetermined number of the second game symbols defining a prize winning symbol;

15 and on a losing ticket, less than a predetermined number of the second game symbols defining a prize winning symbol;

substantially all of the second game symbols exposed which are not prize winning symbols comprising one or more words which are neutral to the game.

By the term "neutral to the game" is intended to include words which
20 do not affect the outcome of the game either as prize winning symbols or as prize defeating symbols but which merely add to the pleasure of the game action for the player.

Preferably substantially all of the second game symbols exposed which are not prize winning symbols comprise one or more words, which symbol is independent of the words of other of the second game symbols exposed which are not prize winning symbols. That is each word or set of words which is exposed has 5 some meaning to the player independent of any other of the second game symbols.

Preferably each of the substrates has printed thereon game graphics defining a theme for the set of tickets and wherein substantially all of the second game symbols exposed which are not prize winning symbols comprise one or more words which are associated with the theme.

10 Preferably each of the second game symbols exposed which is not a prize winning symbol comprises one or more words, where all of the parts of the word or words forming the symbol are exposed by scratching the respective third game symbol. That is the whole of each second game symbol is exposed including the word or words forming that symbol when that respective third game symbol is 15 fully scratched without any of the word or words forming the symbol underlying any of the other third game symbols.

Preferably there are seven columns and five rows in the matrix and wherein the columns are headed with the days of the week, and wherein the third game symbols are numbers representing the days of the month and wherein the first 20 game symbols are selected ones of those numbers.

Preferably each of the substrates has printed thereon game graphics defining a calendar theme for the set of tickets and wherein substantially all of the

second game symbols exposed which are not prize winning symbols comprise one or more words which are related to events on a calendar.

BRIEF DESCRIPTION OF THE DRAWINGS

One embodiment of the invention will now be described in conjunction
5 with the accompanying drawings in which:

Figure 1 is a front elevational view of a lottery ticket of the set as presented to the player prior to scratching the first and second coated areas to expose the game areas and the first and second playing symbols thereon.

Figure 2 is a front elevational view of the lottery ticket of Figure 1 after
10 scratching the first coated area to expose the first playing symbols thereon.

Figure 3 is a front elevational view of a winning lottery ticket of the set of the arrangement shown in Figure 2 after scratching those elements of the second coated area to expose the second playing symbols thereon.

Figure 4 is a front elevational view of a losing lottery ticket of the set of
15 the arrangement shown in Figure 2 after scratching those elements of the second coated area to expose the second playing symbols thereon.

Figure 5 is a front elevational view of the lottery ticket of Figure 1 after all of the coated areas to expose all of the playing symbols thereon.

In the drawings like characters of reference indicate corresponding
20 parts in the different figures.

DETAILED DESCRIPTION

In Figures 1 through 5 is shown the arrangement of ticket of a set of lottery tickets including winning and losing tickets for a game concept which is based

upon a monthly calendar. However the same concept can be used for other games in which a matrix is provided.

Thus the game ticket in general comprises an area 10 which is used to contain a logo identifying the game and game information which indicates to the 5 player how the game should be played. The area 10 thus acts in effect as a promotional and selling area to provide interest to the player and encourages the player to take the game.

The game itself includes two playing areas including a first playing area 11 and a second playing area 12. The first playing area 11 is covered by a 10 scratch-off coating as shown in Figure 1 and on top of the coating includes lettering indicating that the coating is to be removed to expose a series of playing numbers printed underneath the coating. This series of numbers is shown in Figure 2 after the coating has been removed.

The second playing area 12 also includes a scratch-off coating. An 15 example of the underlying second game symbols is shown in Figure 5 after the coating on the second area is removed. Prior to removal of the coating on the second area, the coating is printed with a matrix of rows and columns. Rows and columns are divided by vertical and horizontal lines. In the example shown there are five horizontal rows and seven vertical columns. At the top of each vertical column 20 is printed the days of the week indicated at "Sunday" through to "Saturday". The printed headings at the top of the columns can be printed onto the scratch-off coating or the scratch-off coating can be limited to the area below the heading so that the printing is applied directly onto the underlying substrate. In either event, the

headings are visible to the player in the arrangement as shown in Figure 1 prior to the removal of any scratch-off coating.

On top of the scratch-off coating is printed the days of the month 1 through 28, 29, 30 or 31 depending upon the month concerned. The dates of the 5 month are set out in accordance with the particular days to which they relate in the month concerned.

The exposed numbers in the first playing area relate to selected ones of the dates set forth in the second playing area on the coating of the second area. Thus in the example shown there are 10 dates selected from the 31 dates available 10 indicating to the player that those particular dates should be scratched from the matrix in the particular elements relating to those dates defined by the horizontal and vertical lines.

As shown in Figures 3 and 5, underneath each of the dates in the elements of the matrix is a playing symbol on the second area defining the second 15 playing symbols. One or more of these symbols may indicate a prize. In the event that the prize symbol is exposed when the selected numbers from the first playing area are scratched in the matrix of the second playing area, the prize can be redeemed by the player.

In the example shown a single prize symbol is present in the exposed 20 elements of the matrix indicating that the single prize is won. It is of course possible that the game may require more than one prize symbol to be exposed, particularly for larger prizes.

In the losing ticket of Figure 4, there is no prize symbol exposed when

the numbers from the first playing area are scratched in the matrix of the second playing area. Thus the ticket is a losing ticket.

Some or all of the remaining elements of the matrix, when scratched, contain a neutral symbol. By the term "neutral" symbol is intended any symbol 5 which is not indicative of the winning or losing of a prize. In the example shown where the matrix relates to a calendar, the neutral symbols relate to various activities which the player might undertake in a calendar such as chores or entertainment events.

Thus each neutral symbol is independent of the others and is fully 10 exposed when the area is scratched thus exposing the whole of the symbol for reading of the word or words by the player. The word or words forming the symbol by themselves carry a meaning which is related to the theme of the ticket as defined by the graphics of the ticket. These symbols, thus when exposed by the player, give added pleasure to the player beyond the mere game winning or losing play action. 15 The graphics defining the theme of the game are provided on the ticket primarily on the front face but also on additional printed material associated with the ticket and possibly on the rear face of the ticket. Such graphics can be of many different types and characters as will be well known to one skilled in the art but provide, by the choice of a single word such as "Calendar" or the use of a phrase or picture, a 20 particular theme.

Other themes can be selected which have as a basic structure a matrix into which numbers can be located and words or phrases which can be applied as the printed game data which are readily associated with the theme.

Some of the exposed elements of the matrix may be blank. The matrix elements which are not exposed when the numbers from the first area are scratched may also be blank or may contain other calendar events. The presence of a prize symbol under a matrix element which is not to be scratched in accordance with the 5 numbers from the first playing area may or may not include a prize symbol since it will be clear that such a prize symbol does not indicate a winning ticket since it is not associated with the numbers from the first playing area.

It will of course be appreciated that the whole of the game is entirely predetermined when the first playing symbols are printed and they are associated in 10 the second playing area with either prize winning symbols or blank areas or neutral symbols. It will be further appreciated that each of the tickets can be individual and unique although tickets with the same winning or losing patterns may be printed. However each ticket is associated with an individual validation number as is well known to those skilled in the art, when can be checked manually or by computer to 15 determine whether the ticket concerned is a winning ticket or a losing ticket in accordance with the predetermined printed characteristics identified at the time of printing.

While the matrix set forth is primarily intended to act as a calendar game in which the rows and columns are associated with days of the week and 20 dates of the month, other similar matrixes can be used for other types of games where the graphics printed on the substrate define a theme.

Since various modifications can be made in my invention as herein above described, and many apparently widely different embodiments of same made

within the spirit and scope of the Claims without departing from such spirit and scope, it is intended that all matter contained in the accompanying specification shall be interpreted as illustrative only and not in a limiting sense.